	Document ID	Issue Date	Pages	Title
1	US 5442788 A	19950815	23	Method and apparatus for interfacing a plurality of users to a plurality of applications on a common display device
2	US 5442788 A	19950815	23	Multi-user collaborative computer system controlling - uses input record which includes information about user and device that originated event and such record is created using device ownership tables

	Current OR	Current XRef
1	345/751	345/755; 345/788; 345/804; 345/856
2		

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Set    Items    Description
S1     24411    (ANIMAT? OR MOTION? OR MOVEMENT? OR MOVING OR MOVE OR ACTI-
                ON? OR RUNNING OR RUN OR DANCE OR DANCING OR SPORTS)(5N)(FRAM-
                E? OR JAVA()SCRIPT?)
S2      1946    S1(5N)(UP OR DOWN OR LEFT OR RIGHT OR FORWARDS OR BACKWARDS
                OR BOTTOM OR TOP)
S3      3869    S1(5N)(X OR Y OR DIAGONAL? OR AXIS OR HORIZONTAL? OR VERTI-
                CAL?)
S4       799    (MANIPULAT? OR CONTROL? OR DIRECT?)(3N)(S2 OR S3)
S5     21776    GUI OR GRAPHIC?()USER()INTERFACE? OR GAMES
S6     32979    (MULTIPLE OR MULTI OR NUMEROUS OR PLURAL? OR SEVERAL OR MA-
                NY)(3N)(INPUT?? OR COMMANDS OR INSTRUCTION?)
S7    215767    USERS OR PLAYERS OR INDIVIDUALS OR OPERATOR??
S8     65189    (ONE OR SINGLE)(3N)OUTPUT?
S9        15    (PREVENT? OR BLOCK? OR HALT? OR STOP? OR DISALLOW? OR PROT-
                ECT? OR GUARD? OR BARRED OR DISCOURAG?)(5N)(SIMULTANEOUS? OR -
                CONCURRENT? OR COINCIDENT?)(3N)S6
S10     4791    (DEGRAD? OR DIMINIS? OR POOR)(3N)(RESPONSE? OR OUTPUT?)
S11     3285    WIZARD OR TUTORIAL OR TUTOR
S12   405275    (HELP OR BALLOON OR FEEDBACK OR FEED()BACK? OR RESPONSE OR
                REPLY OR REPLIES OR PROMT? OR RESPOND?)
S13      394    VISUAL(3N)(CLUE?? OR ASSISTANCE OR TEACH???)
S14    52993    (SINGLE OR SINGULARLY OR SERIAL? OR INDIVIDUAL? OR STEP(2N-
                )STEP? OR ONE(3N)TIME)(3N)PROCESS?
S15        0    S14(7N)ENCOURAG?
S16      693    DRAGG?(3N)(CURSOR? OR MOUSE)
S17     7655    IC=G09G?
S18        0    S4(S)S9
S19        0    S9(S)S10
S20        0    S1(S)S9
S21       37    S4(S)S11:S13
S22        2    S21(S)S5
S23        0    S21 AND S17
S24        0    S21(S)S16
S25       56    S11:S13(S)S16
S26        0    S25(S)S1
S27        1    S25(S)ANIMATION
S28        1    S27 NOT S22
S29        1    CONTROL?(5N)ANIMATION(3N)FRAME?(5N)S16
S30        1    S29 NOT (S27 OR S22)
S31        0    S13(3N)S16
S32        0    S4(3N)S5
S33        0    S5(S)S7(S)S9
S34       32    S21 NOT AD=19991122:20021029
S35       32    S34 NOT (S27 OR S22 OR S29)
S36        0    (ONLINE OR ON()LINE)(3N)(TUTORIAL OR MANUAL OR TEACHER?)(3-
                N)(CURSOR? OR MOUSE)
S37        2    ANIMATION(3N)S11
S38        2    S37 NOT (S34 OR S27 OR S22 OR S29)
```

01344082
Improved embroidery system utilizing windows ce based gui
Verbessertes System zur Stickerei mit Windows CE GUI
Systeme ameliore de broderie utilisant un GUI base sur Windows CE
PATENT ASSIGNEE:
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PATENT (CC, No, Kind, Date): EP 1148400 A2 011024 (Basic)
APPLICATION (CC, No, Date):   EP 2001301913 010302;
PRIORITY (CC, No, Date): US 543960 000407
DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
  LU; MC; NL; PT; SE; TR
EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI
INTERNATIONAL PATENT CLASS: G05B-019/042
ABSTRACT WORD COUNT: 143
NOTE:
  Figure number on first page: 1

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200143	333
SPEC A	(English)	200143	3510
Total word count - document A			3843
Total word count - document B			0
Total word count - documents A + B			3843

...SPECIFICATION control protocol 26 is an embroidery specific
  communication protocol, which allows the Windows CE, based **GUI** front
  end 24, to control and enhance the functionality of embroidery machine
  20. The presently preferred machine control protocol 26 provides
  communication via handshake packet based commands, acknowledgment
  replies , and status messages. The machine control protocol establishes a
  Master - Slave relationship between the **GUI** front end 24 and the non-
  GUI machine controller 28, by which the **GUI** front end 24 sends
  commands conventionally translated by the non- **GUI** machine controller 28
  into embroidery machine operations. The presently preferred machine
  control protocol 26 allows the **GUI** front end 24 to perform machine
  controller operations. The controller operations performed are the same
  ...

...to step sequentially through the embroidery design, forwards or
  backwards by stitches or stops; to **control** the **movement** of the
  embroidery machine **frame** , to **move   left** , **right** , **forwards** or
  backwards , trace designs, or return to origin. The machine control
  protocol 26 also provides the ability for the non- **GUI** machine
  controller 28 to send embroidery machine status and error messages to be
  displayed graphically via the Windows CE based **GUI** front end 24.
    As shown and preferred in FIG.1, the Windows CE based hardware...

00841928   **Image available**

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File 344:Chinese Patents Abs Aug 1985-2002/Oct
         (c) 2002 European Patent Office
File 347:JAPIO Oct 1976-2002/Jun(Updated 021004)
         (c) 2002 JPO & JAPIO
File 348:EUROPEAN PATENTS 1978-2002/Oct W03
         (c) 2002 European Patent Office
File 349:PCT FULLTEXT 1979-2002/UB=20021024,UT=20021017
         (c) 2002 WIPO/Univentio
File 350:Derwent WPIX 1963-2002/UD,UM &UP=200268
         (c) 2002  Thomson Derwent


Set      Items    Description
S1          0     AU=(LIPSCOMB, J? OR CHANG, S? OR CHEN, S? OR KUMAR, K?)
S2          0     AU=(MENON, J? OR RAMCHANDRA, A? OR ZHANG, L? OR PLOTKIN, R?
                  OR ROFFMAN, E?)
S3       6535     AU=(LIPSCOMB J? OR CHANG S? OR CHEN S? OR KUMAR K?)
S4       1842     AU=(MENON J? OR RAMCHANDRA A? OR ZHANG L? OR PLOTKIN R? OR
                  ROFFMAN E?)
S5         16     S1:S4 AND ANIMATION
S6          0     S5 AND MULTIPLE()INPUTS
S7          9     S5 AND (CURSOR OR MOUSE)
```

Set	Items	Description
S1	117837	(ANIMAT? OR MOTION? OR MOVEMENT? OR MOVING OR MOVE OR ACTI-ON? OR RUNNING OR RUN OR DANCE OR DANCING OR SPORTS) AND (FRA-ME? OR JAVA()SCRIPT?)
S2	17120	S1 AND (UP OR DOWN OR LEFT OR RIGHT OR FORWARDS OR BACKWAR-DS OR BOTTOM OR TOP)
S3	12211	S1 AND (X OR Y OR DIAGONAL? OR AXIS OR HORIZONTAL? OR VERT-ICAL?)
S4	8578	(MANIPULAT? OR CONTROL? OR DIRECT?) AND (S2 OR S3)
S5	273435	GUI OR GRAPHIC?()USER()INTERFACE? OR GAMES
S6	36826	(MULTIPLE OR MULTI OR NUMEROUS OR PLURAL? OR SEVERAL OR MA-NY)(3N)(INPUT?? OR COMMANDS OR INSTRUCTION?)
S7	1394859	USERS OR PLAYERS OR INDIVIDUALS OR OPERATOR??
S8	209038	(ONE OR SINGLE) AND OUTPUT?
S9	178	(PREVENT? OR BLOCK? OR HALT? OR STOP? OR DISALLOW? OR PROT-ECT? OR GUARD? OR BARRED OR DISCOURAG?) AND (SIMULTANEOUS? OR CONCURRENT? OR COINCIDENT?) AND S6
S10	108398	(DEGRAD? OR DIMINISH? OR POOR) AND (RESPONSE? OR OUTPUT?)
S11	41657	WIZARD OR TUTORIAL OR TUTOR
S12	3599884	(HELP OR BALLOON OR FEEDBACK OR FEED()BACK? OR RESPONSE OR REPLY OR REPLIES OR PROMT? OR RESPOND?)
S13	453	VISUAL(3N)(CLUE?? OR ASSISTANCE)
S14	66532	(SINGLE OR SINGULARLY OR SERIAL? OR INDIVIDUAL? OR STEP(2N-)STEP? OR ONE(3N)TIME)(3N)PROCESS?
S15	395	S14 AND ENCOURAG?
S16	248	DRAGG? AND (CURSOR? OR MOUSE)
S17	23584	AU=(LIPSCOMB, J? OR CHANG, S? OR CHEN, S? OR KUMAR, K?)
S18	9570	AU=(MENON, J? OR RAMCHANDRA, A? OR ZHANG, L? OR PLOTKIN, R? OR ROFFMAN, E?)
S19	32252	AU=(LIPSCOMB J? OR CHANG S? OR CHEN S? OR KUMAR K?)
S20	13559	AU=(MENON J? OR RAMCHANDRA A? OR ZHANG L? OR PLOTKIN R? OR ROFFMAN E?)
S21	0	S4 AND S9
S22	23	S9 AND S11:S13
S23	0	S22 AND S1

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S24       0    S22 AND S16
S25      19    S22 NOT PY=>2000
S26      13    RD S25 (unique items)
S27       0    S1 AND S11:S13 AND S16
S28     217    S17:S20 AND S1
S29       0    S28 AND S16
S30       2    S28 AND S6
S31       2    RD S30 (unique items)
S32       2    S9 AND S10
S33       2    S32 NOT (S22 OR S30)
S34       2    RD S33 (unique items)
S35    1286    S4 AND S11:S13
S36       0    S35 AND S15
S37       0    S35 AND S9
S38       6    S35 AND S6
S39       6    S38 NOT (S32 OR S22 OR S30)
S40       6    RD S39 (unique items)
S41     848    CONTROL? AND ANIMATION AND (UP OR DOWN OR LEFT OR RIGHT OR
               FORWARDS OR BACKWARDS OR BOTTOM OR TOP OR X OR Y OR DIAGONAL?
               OR AXIS OR HORIZONTAL? OR VERTICAL?)
S42     103    S41 AND S11:S13
S43       0    S42 AND S16
S44       4    S42 AND (CURSOR OR MOUSE)
S45       4    S44 NOT (S38 OR S32 OR S22 OR S30)
S46       4    RD S45 (unique items)
S47   16174    S5 AND S11:S13
S48       0    S47 AND S9
S49      38    S47 AND S6
S50       0    S49 AND S10
S51      13    S49 AND S7
S52      13    S51 NOT (S44 OR S38 OR S32 OR S22 OR S30)
S53       9    RD S52 (unique items)
S54       7    S53 NOT PY=>2000
S55       1    S41 AND S10
S56       6    (PROPERL? OR CORRECT?) AND ACTIVAT? AND ANIMATION
S57       0    S56 AND (S8 OR S14)
S58       6    S56 NOT (S51 OR S44 OR S38 OR S32 OR S22 OR S30)
S59       6    S58 NOT PY=>2000
S60       5    RD S59 (unique items)
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File    9:Business & Industry(R) Jul/1994-2002/Oct 28
    .       .  (c) 2002 Resp. DB Svcs.
File   15:ABI/Inform(R) 1971-2002/Oct 28
            (c) 2002 ProQuest Info&Learning
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            (c) 2002 The HW Wilson Co
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            (c) 2002 United Business Media
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            (c) 1999 The Gale Group
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            (c) 2002 The Gale group
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            (c) 2002 The Gale Group
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            (c)2002 The Gale Group
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            (c) 2002 San Jose Mercury News
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            (c) 2002 ProQuest Info&Learning
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            (c) 2002 CMP Media, LLC
File 674:Computer News Fulltext 1989-2002/Oct W4
            (c) 2002 IDG Communications
File 810:Business Wire 1986-1999/Feb 28
            (c) 1999 Business Wire
File 696:DIALOG Telecom. Newsletters 1995-2002/Oct 28
            (c) 2002 The Dialog Corp.
File 813:PR Newswire 1987-1999/Apr 30
            (c) 1999 PR Newswire Association Inc
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Set	Items	Description
S1	59160	(ANIMAT? OR MOTION? OR MOVEMENT? OR MOVING OR MOVE OR ACTI-ON? OR RUNNING OR RUN OR DANCE OR DANCING OR SPORTS)(5N)(FRAME? OR JAVA()SCRIPT?)
S2	3581	S1(5N)(UP OR DOWN OR LEFT OR RIGHT OR FORWARDS OR BACKWARDS OR BOTTOM OR TOP)
S3	714	S1(5N)(X OR Y OR DIAGONAL? OR AXIS OR HORIZONTAL? OR VERTICAL?)
S4	121	(MANIPULAT? OR CONTROL? OR DIRECT?)(3N)(S2 OR S3)

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S5    1725327   GUI OR GRAPHIC?()USER()INTERFACE? OR G    S
S6      54965   (MULTIPLE OR MULTI OR NUMEROUS OR PLURAL? OR SEVERAL OR MA-
                NY)(3N)(INPUT?? OR COMMANDS OR INSTRUCTION?)
S7    9944919   USERS OR PLAYERS OR INDIVIDUALS OR OPERATOR??
S8      41157   (ONE OR SINGLE)(3N)OUTPUT?
S9          9   (PREVENT? OR BLOCK? OR HALT? OR STOP? OR DISALLOW? OR PROT-
                ECT? OR GUARD? OR BARRED OR DISCOURAG?)(5N)(SIMULTANEOUS? OR -
                CONCURRENT? OR COINCIDENT?)(3N)S6
S10     20980   (DEGRAD? OR DIMINISH? OR POOR)(3N)(RESPONSE? OR OUTPUT?)
S11    249570   WIZARD OR TUTORIAL OR TUTOR
S12  12498748   (HELP OR BALLOON OR FEEDBACK OR FEED()BACK? OR RESPONSE OR
                REPLY OR REPLIES OR PROMT? OR RESPOND?)
S13      4935   VISUAL(3N)(CLUE?? OR ASSISTANCE OR TEACH???)
S14    158121   (SINGLE OR SINGULARLY OR SERIAL? OR INDIVIDUAL? OR STEP(2N-
                )STEP? OR ONE(3N)TIME)(3N)PROCESS?
S15       280   S14(7N)ENCOURAG?
S16      2462   DRAGG?(3N)(CURSOR? OR MOUSE)
S17      3485   AU=(LIPSCOMB, J? OR CHANG, S? OR CHEN, S? OR KUMAR, K?)
S18       822   AU=(MENON, J? OR RAMCHANDRA, A? OR ZHANG, L? OR PLOTKIN, R?
                OR ROFFMAN, E?)
S19        62   AU=(LIPSCOMB J? OR CHANG S? OR CHEN S? OR KUMAR K?)
S20        33   AU=(MENON J? OR RAMCHANDRA A? OR ZHANG L? OR PLOTKIN R? OR
                ROFFMAN E?)
S21         0   S9(S)S1
S22         3   S9 NOT PY=>2000
S23         3   RD S22 (unique items)
S24         0   S17:S20(S)S1
S25         0   S17:S20(S)S16
S26         0   S17:S20(S)S9
S27         0   S17:S20(S)S6
S28         0   S4(S)S6
S29       190   S11:S13(S)S16
S30         7   S29(S)ANIMATION
S31         7   S30 NOT PY=>2000
S32         4   RD S31 (unique items)
S33        80   (ONLINE OR ON()LINE)(3N)(TUTORIAL OR MANUAL OR TEACHER?)(3-
                N)(CURSOR? OR MOUSE)
S34         1   S33(S)ANIMATION
S35         1   S34 NOT (S22 OR S30)
S36       320   ANIMATION(3N)S11
S37         6   S36(S)S14
S38         6   S37 NOT (S34 OR S22 OR S30)
S39         6   S38 NOT PY=>2000
S40         2   RD S39 (unique items)
S41         2   S6(10N)S10
S42         0   S41 NOT (S37 OR S34 OR S22 OR S30)
S43         0   S4(S)S7(S)S8
S44        89   S15(S)S7
S45         0   S44(S)S16
S46         0   S44(S)(CURSOR?? OR MOUSE)
S47         0   S44(S)S4
S48        17   S44(S)(S11:S13)
S49        17   S48 NOT (S37 OR S34 OR S22 OR S30)
S50        10   S49 NOT PY=>2000
S51         9   RD S50 (unique items)
S52         0   S4(S)S16
```

Set	Items	Description
S1	203931	(ANIMAT? OR MOTION? OR MOVEMENT? OR MOVING OR MOVE OR ACTION? OR RUNNING OR RUN OR DANCE OR DANCING OR SPORTS) AND (FRAME? OR JAVA()SCRIPT?)
S2	67864	S1 AND (UP OR DOWN OR LEFT OR RIGHT OR FORWARDS OR BACKWARDS OR BOTTOM OR TOP)
S3	78914	S1 AND (X OR Y OR DIAGONAL? OR AXIS OR HORIZONTAL? OR VERTICAL?)
S4	51416	(MANIPULAT? OR CONTROL? OR DIRECT?) AND (S2 OR S3)
S5	15456	GUI OR GRAPHIC?()USER()INTERFACE? OR GAMES
S6	30497	(MULTIPLE OR MULTI OR NUMEROUS OR PLURAL? OR SEVERAL OR MANY)(3N)(INPUT?? OR COMMANDS OR INSTRUCTION?)
S7	221891	USERS OR PLAYERS OR INDIVIDUALS OR OPERATOR??
S8	459967	(ONE OR SINGLE) AND OUTPUT?
S9	576	(PREVENT? OR BLOCK? OR HALT? OR STOP? OR DISALLOW? OR PROTECT? OR GUARD? OR BARRED OR DISCOURAG?) AND (SIMULTANEOUS? OR CONCURRENT? OR COINCIDENT?) AND S6
S10	16337	(DEGRAD? OR DIMINISH? OR POOR) AND (RESPONSE? OR OUTPUT?)
S11	457	WIZARD OR TUTORIAL OR TUTOR
S12	594961	(HELP OR BALLOON OR FEEDBACK OR FEED()BACK? OR RESPONSE OR REPLY OR REPLIES OR PROMT? OR RESPOND?)
S13	70	VISUAL(3N)(CLUE?? OR ASSISTANCE)
S14	24562	(SINGLE OR SINGULARLY OR SERIAL? OR INDIVIDUAL? OR STEP(2N)STEP? OR ONE(3N)TIME)(3N)PROCESS?
S15	7	S14 AND ENCOURAG?
S16	313	DRAGG? AND (CURSOR? OR MOUSE)
S17	117631	IC=G09G?
S18	5	S15 NOT AD=19991122:20021028
S19	2	S4 AND S9
S20	1	CONTROL? AND ANIMATION AND FRAME? AND S16
S21	0	S1 AND S9 AND S10
S22	1	S1 AND S9 AND S11:S13
S23	1	S22 NOT (S18 OR S19)
S24	21	S11:S13 AND S16
S25	0	S24 AND S10
S26	5	S24 AND (UP OR DOWN OR LEFT OR RIGHT OR FORWARDS OR BACKWARDS OR BOTTOM OR TOP)
S27	5	S26 NOT (S22 OR S18 OR S19)
S28	5	S27 NOT AD=19991122:20021028
S29	1054	(COMPUTER OR ELECTRONIC) AND GAME AND S11:S13
S30	0	S29 AND S16
S31	71	S29 AND S17
S32	12	S31 AND S7
S33	12	S32 NOT (S26 OR S22 OR S18 OR S19)
S34	11	S33 NOT AD=19991122:20021028
S35	3	S6 AND S10 AND S1
S36	3	S35 NOT (S32 OR S26 OR S22 OR S18 OR S19)
S37	3	S36 NOT AD=19991122:20021028